

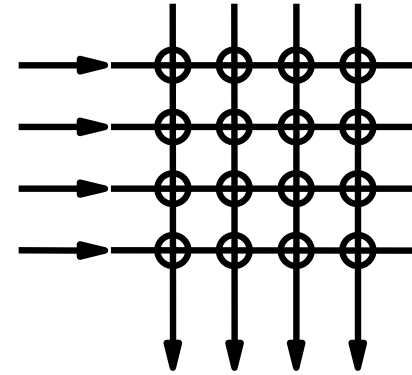
# Benes Switching Fabrics with $O(N)$ -Complexity Internal Backpressure

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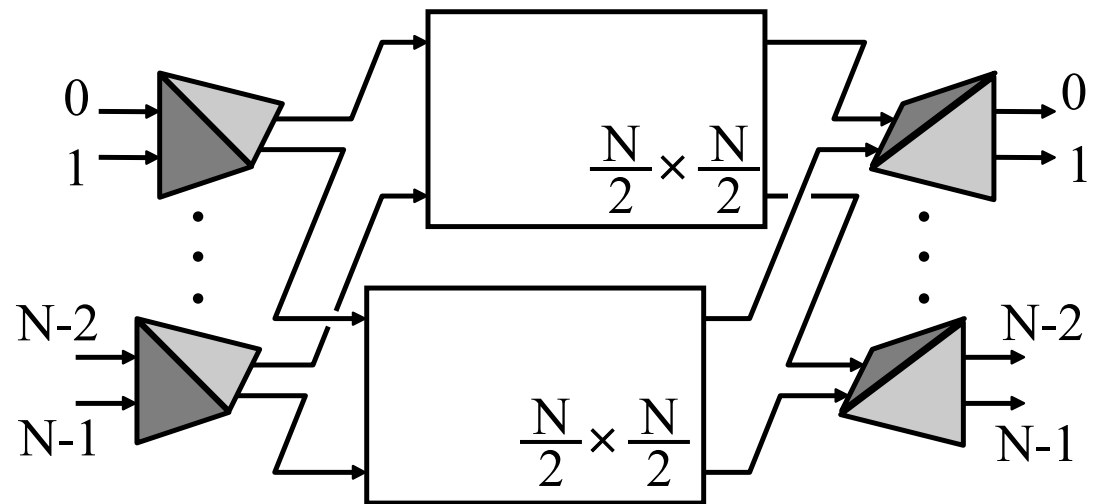
FORTH & Univ. of Crete, Greece

# Scalable Non-Blocking Switching

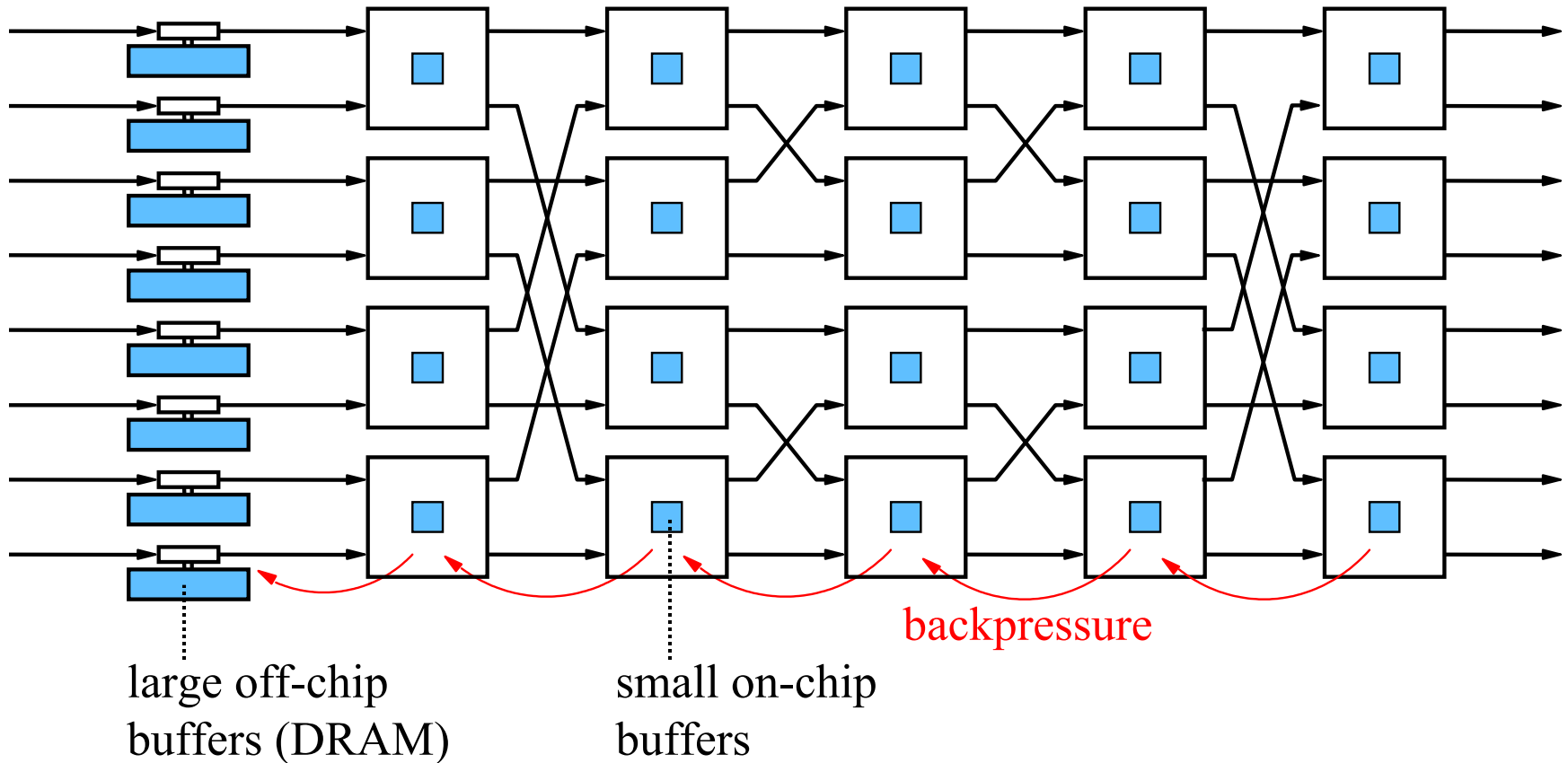
- Crossbar:
  - + simple and regular, but
  - $O(N^2)$  cost.



- Benes fabric:
  - +  $O(N \cdot \log N)$  cost,
  - + non-blocking,
  - inverse multiplexing
    - multi-path routing
    - re-sequencing
    - load balancing



# Buffered Switching Fabrics with Internal Backpressure



- Performance of OQ at the cost of IQ,
- Requires per-flow backpressure.

## This Work:

- Multi-path routing & re-sequencing + per-flow backpressure.
- Flow merging to reduce cost.

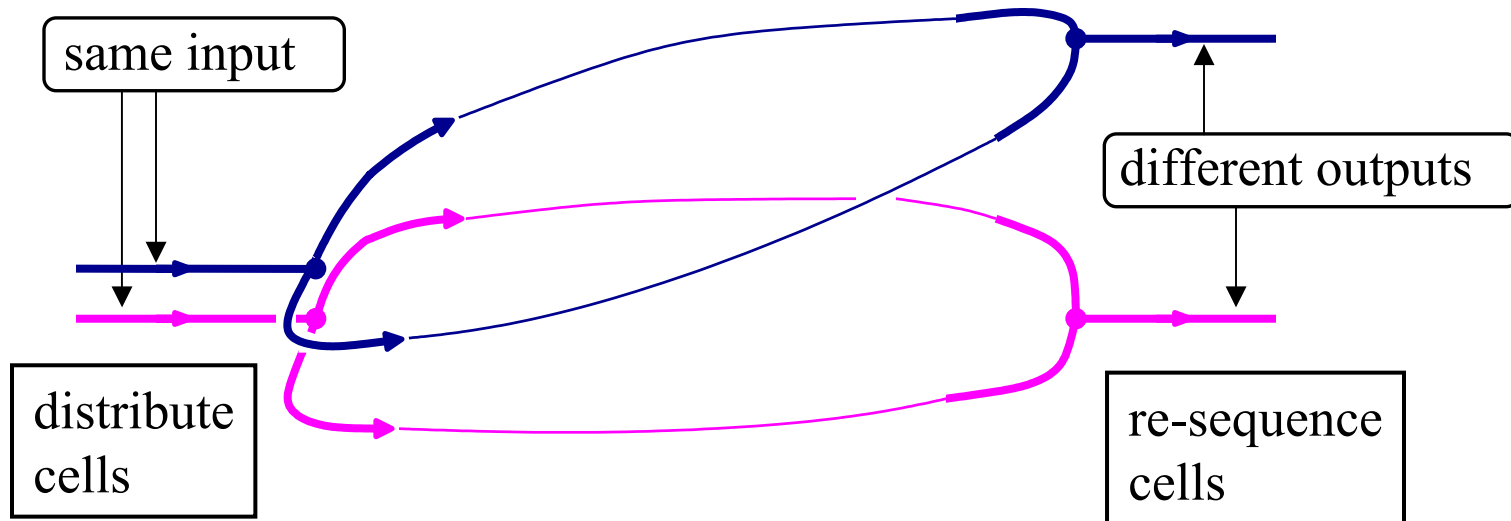


- Scalable switching fabric architecture:
  - $N \cdot \log N$  cost
  - large buffers only on ingress side
- Performance simulation:
  - fully non-blocking
  - delay within 20-60 % of ideal output queueing
  - without internal speedup

# Cell Distribution Methods

- Aggregate traffic distribution:
  - Randomized routing (no backpressure)
  - Adaptive routing (indiscriminate backpressure)

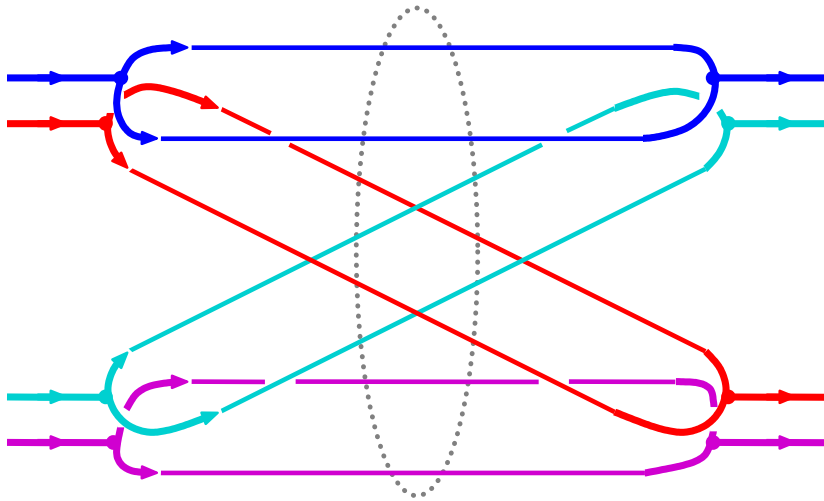
⇒ load balancing on the long-term only



- Per-flow traffic distribution:
  - Per-flow **round-robin** (PerFlowRR)
  - Per-flow **imbalance** up to 1 cell (PerFlowIC)

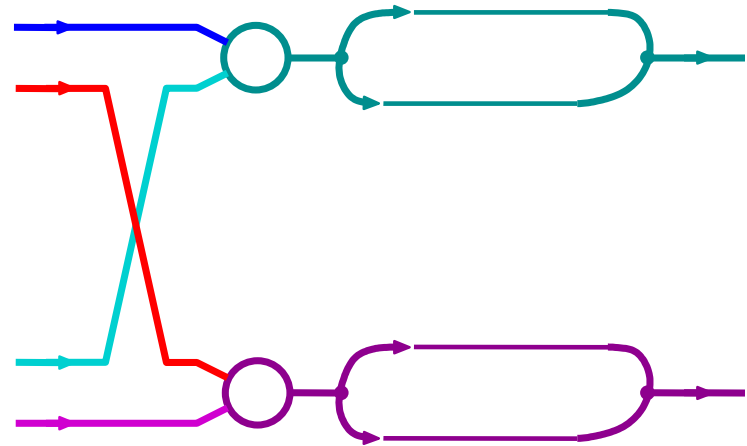
⇒ accurate load balancing, on a shorter-term basis

## Too many Flows



- $N^2$  per chip in the middle stage

## Per-output Flow Merging



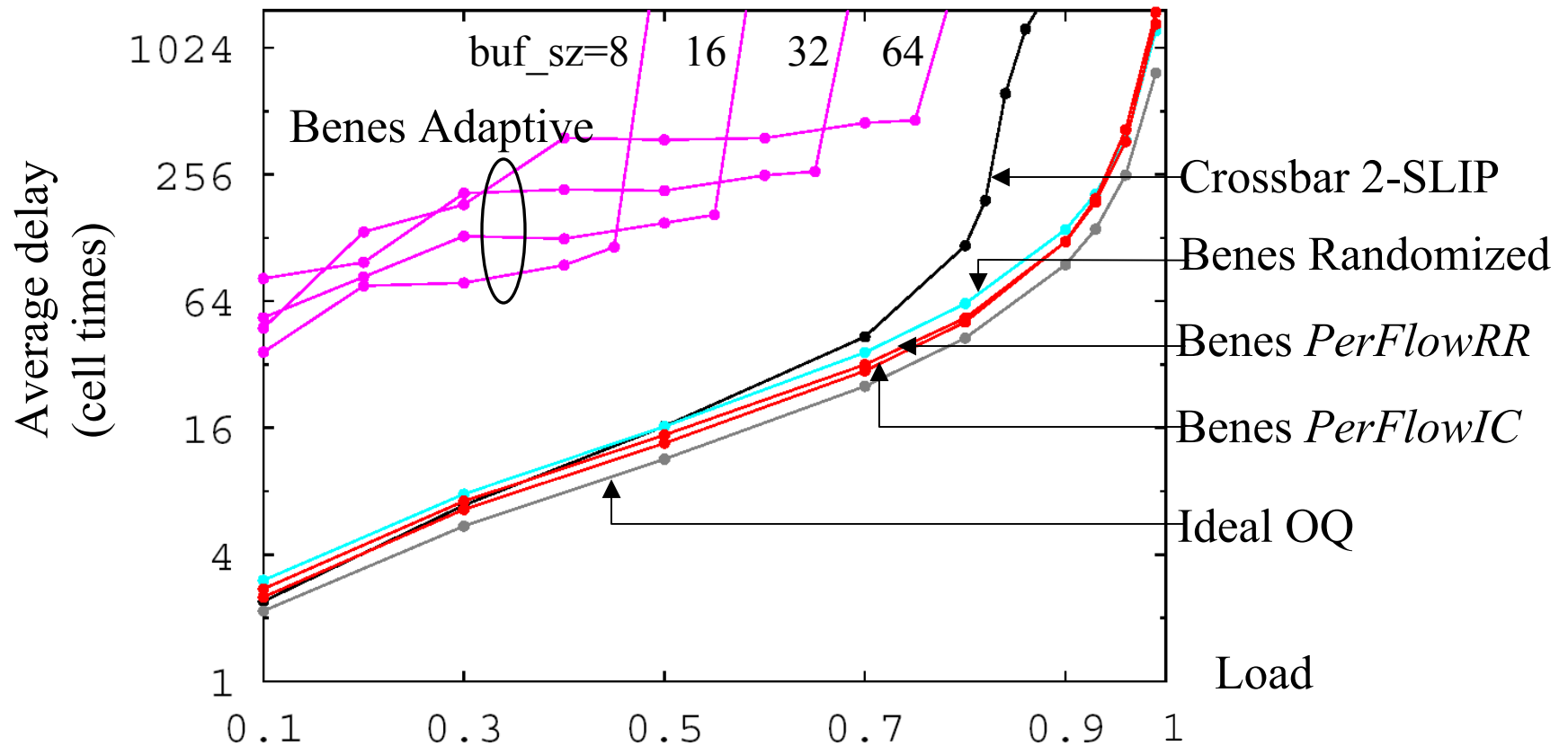
- Retains the benefits of per-flow backpressure
- $N$  flows per link, everywhere

- Re-sequencing needs to consider flows as they were before merging
- Freedom from deadlock

# Evaluation by Simulation

- Simulation model for the Benes fabric:
  - all link rates = 1 (no speedup)
  - $64 \times 64$  fabric (or  $256 \times 256$ ) made of  $4 \times 4$  switches.
  - RTT = 1 cell time (one stage to the next).
  - buffer size = 1 to 3 cells per-flow.
  - report only queueing delay.
- To verify freedom from internal blocking:
  - random permutations.

# Bursty/12 Arrivals - Uniform Destinations



## Buffers per Chip:

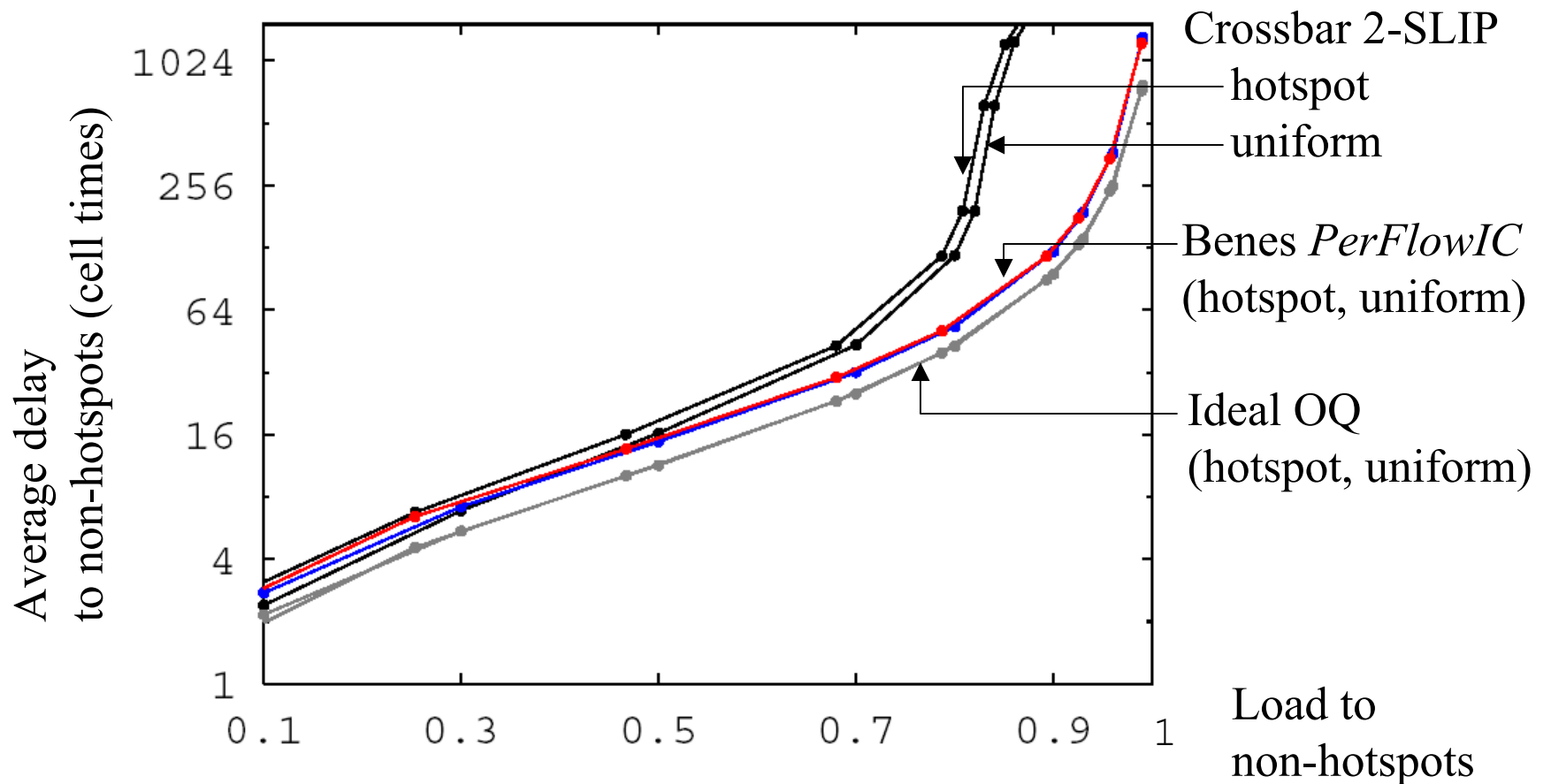
- Adaptive64: 512 cells / chip
- Randomized: very large buffers  
(no backpressure)  
(16000 cells for 99 % load)
- *PerFlowRR*: 512 cells / chip

## Delay:

Benes with per-flow backpressure comes within 20% to 60% of ideal output queueing.

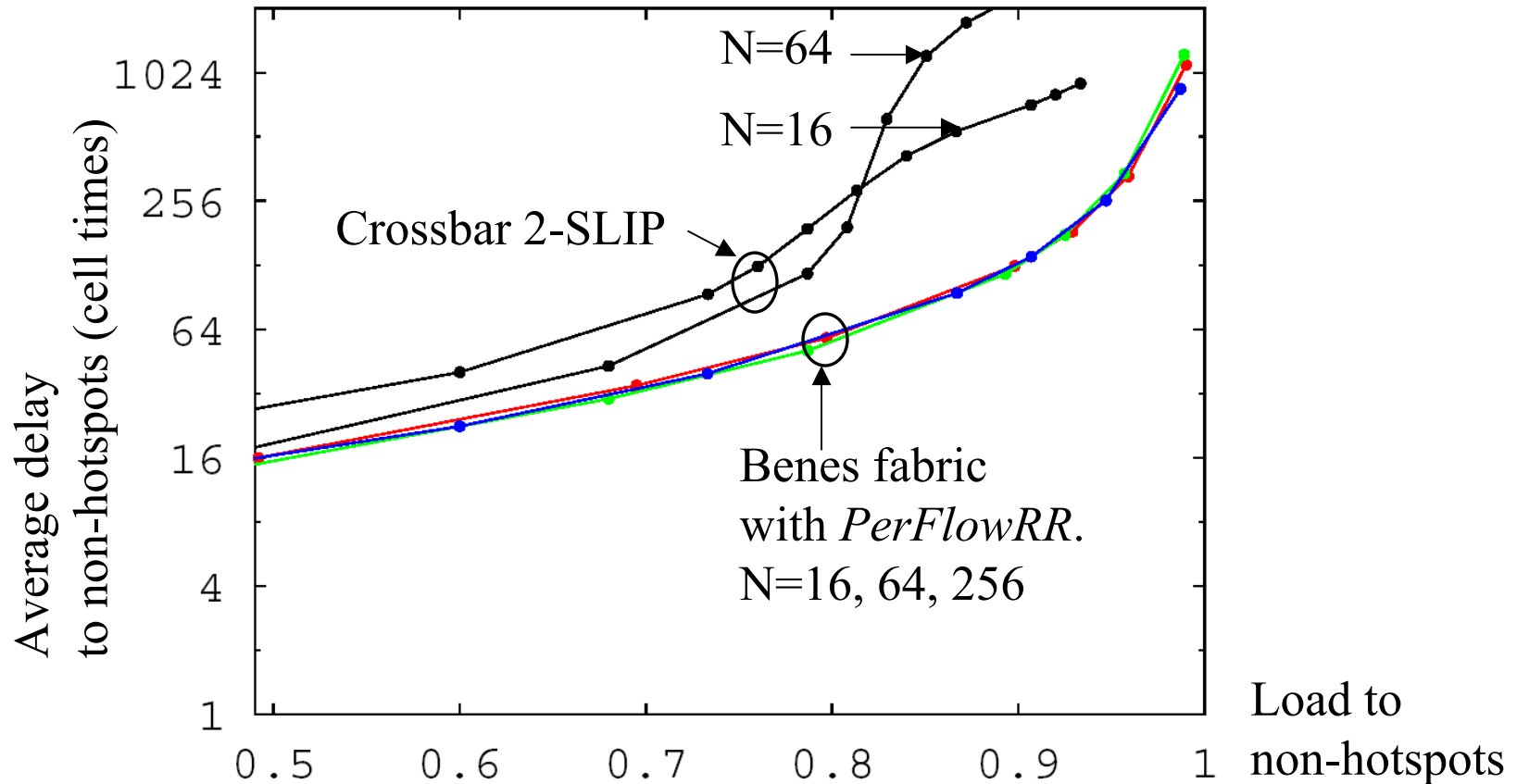


## Bursty/12 Arrivals – Hotspots/4



- 4 out of 64 destinations are hotspots.
- ✓ For the Benes fabric, average delay remain virtually unaffected  
⇒ Very good flow isolation.

# Fabric Size



- Traffic with bursty/12 arrivals and hotspot/4 destinations.
- ✓ For the Benes fabric, average delay remains virtually unaffected.

# Summary:

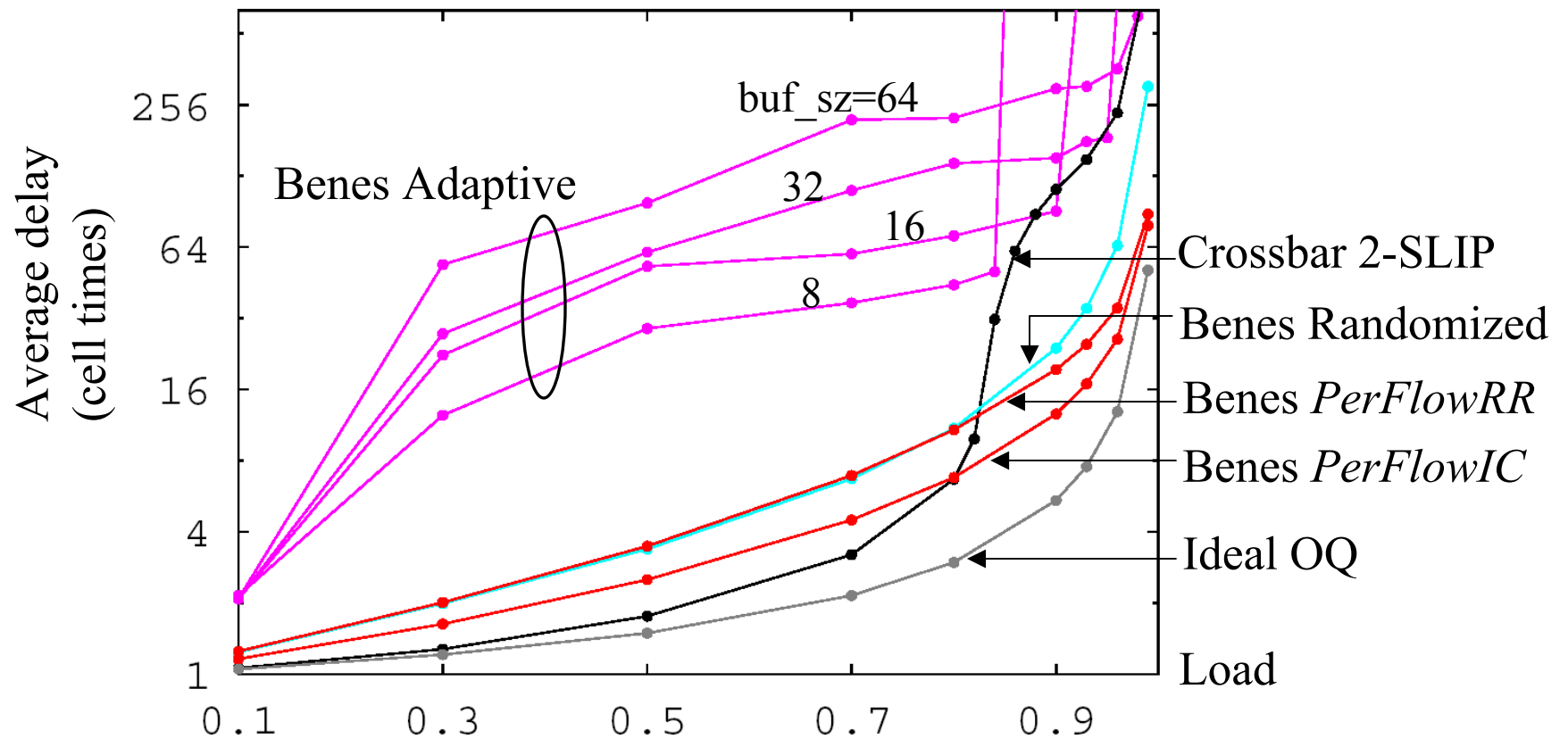
## Benes Fabric with Internal Backpressure

- Multi-path routing & re-sequencing + per-flow backpressure.
- Per-output flow merging for  $O(N)$  switch cost.

⇒ Scalable switching:

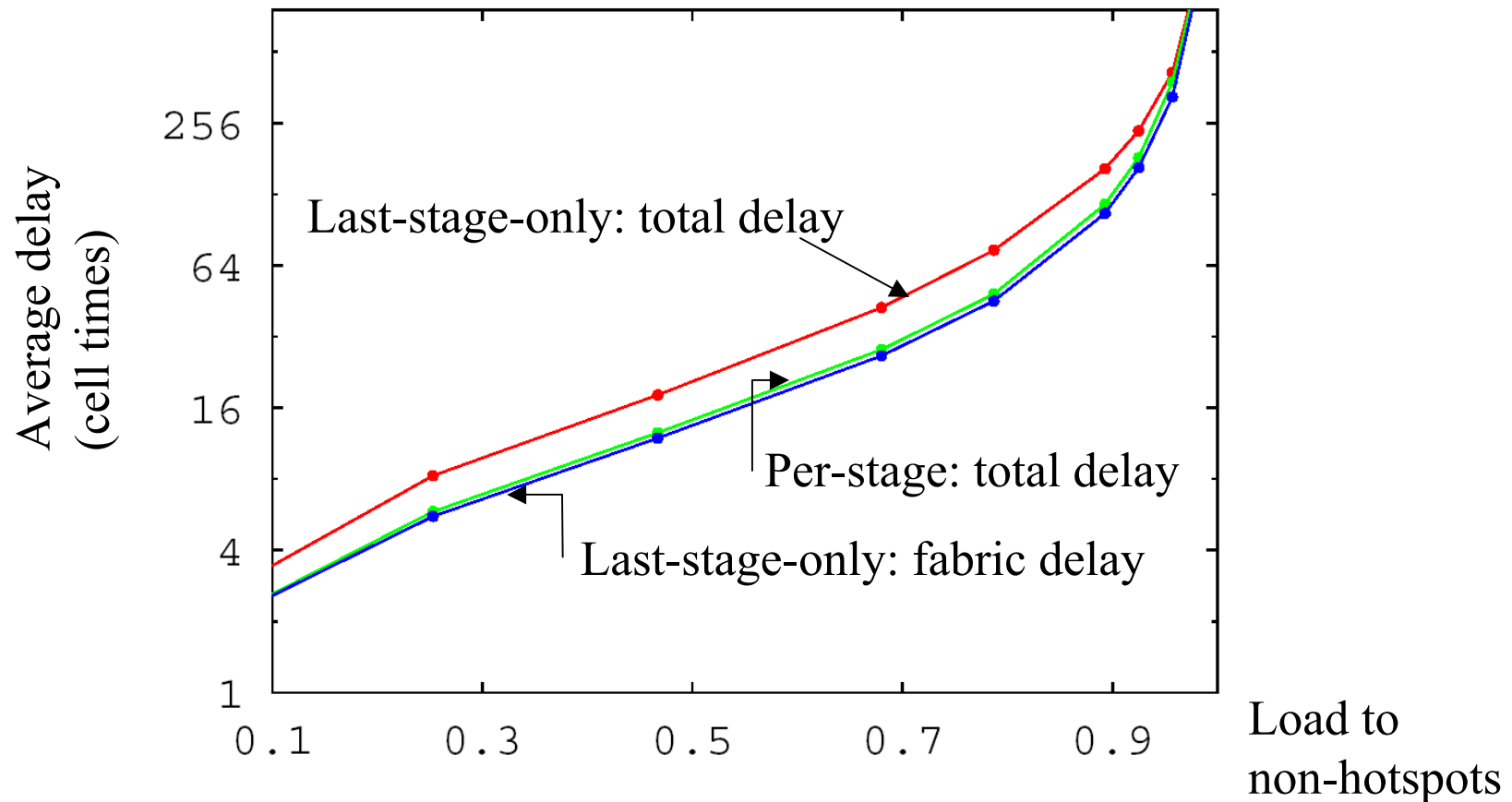
- $O(N \cdot \log N)$
- large buffers only on ingress line cards
- freedom from deadlock
- no speedup needed
- fully non-blocking
- performance very close to ideal OQ

# Smooth Arrivals - Uniform Destinations



- ✓ Randomized cell distribution requires buffer sizes from 5 to 450 cells.
- ✓ *PerFlowIC* yields 30% to 60% lower delay than *PerFlowRR*.

# Alternative Cell Re-Sequencing Methods



- Traffic with bursty/12 arrivals and hotspot/4 destinations.
- ✓ Per-stage re-sequencing is strictly better than last-stage-only re-sequencing both in terms of implementation cost and in terms of performance.